

FORCEnet

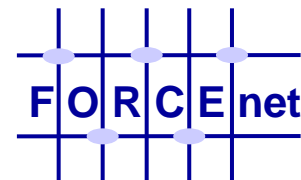
NETWARCOM's Role in the TRIAD

Captain Rick Simon
"Simo"

NETWARCOM FORCEnet Director
14 November 2005



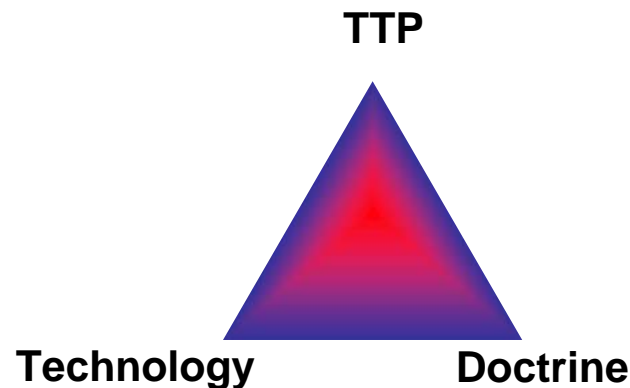
Agenda



★ *Mission* ★ *People* ★ *Capability*

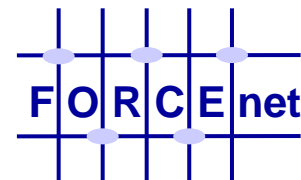
- FORCEnet Type Commander (TYCOM)
- NETWARCOM FORCEnet Responsibilities
 - FORCEnet concept & CONOPs development
 - FORCEnet Requirements
 - FORCEnet Operational Views (OVs)
 - FORCEnet Capabilities List (FCL)
 - FORCEnet Operational Agent and Sea Trial
 - FORCEnet Enterprise Team (FET) Lead
- Summary

Co-evolution





FORCEnet TYCOM



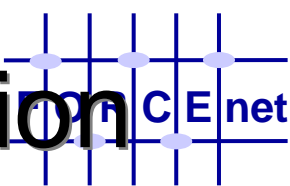
★ *Mission* ★ *People* ★ *Capability*

- NETWARCOM Mission:
 - Navy's operational Type Commander for the Network, and Information Operations, Space and FORCEnet ...
- Responsible for organizing, training, equipping, operating, defending and fighting the Navy Network:
 - Operate secure and interoperable Naval Network
 - Coordinate and assess Navy operational requirements
 - Serve as operational forces' advocate in the development and fielding of Network Information Operations capabilities
 - FORCEnet Operational Agent – Navy Operational Lead for FORCEnet
 - Navy's Functional Component to U.S. Strategic Command
 - Expanded Information Operations role with Naval Security Group Merger
 - Initiative underway to become the ISR Type Commander

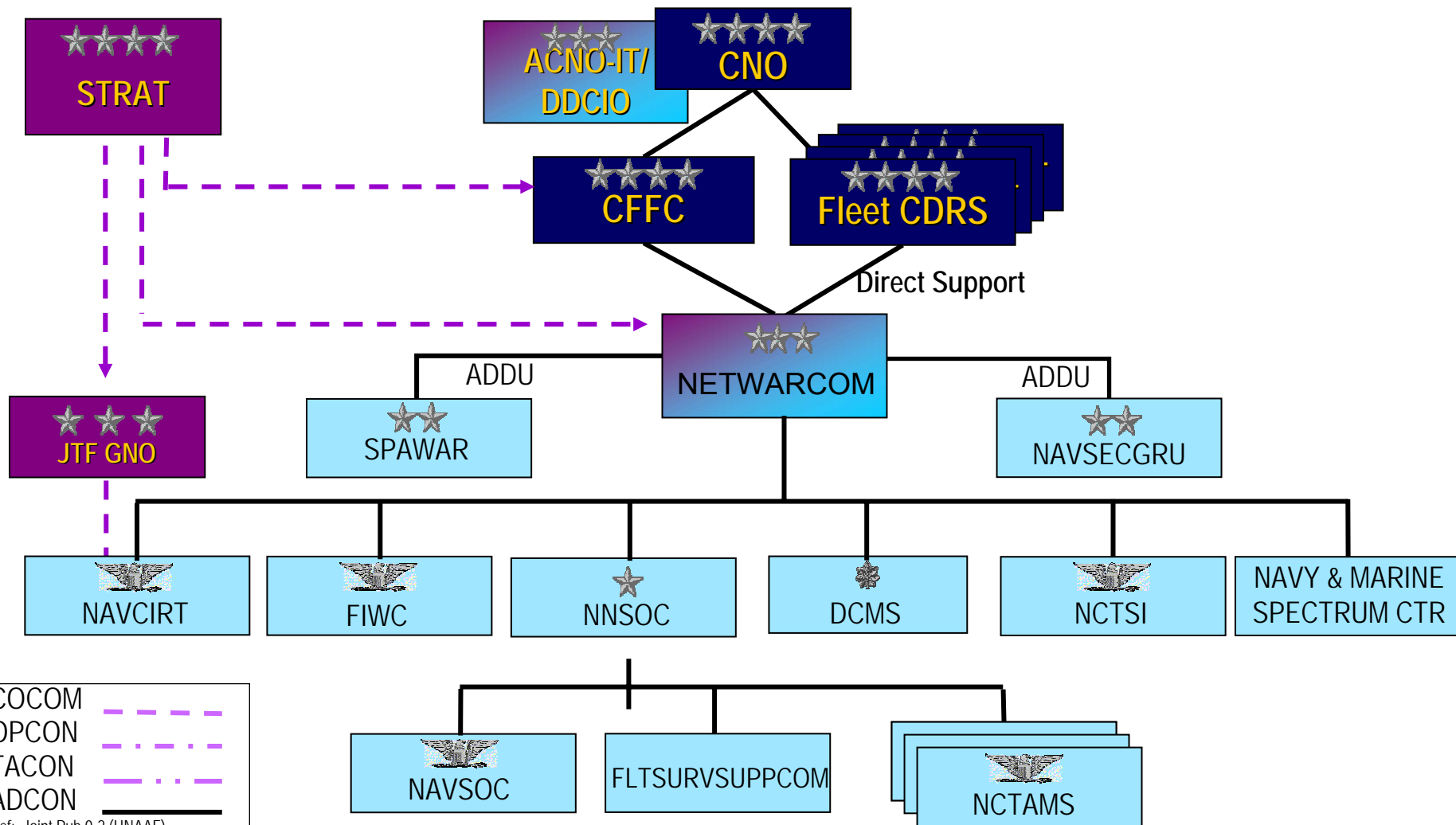
A Hybrid Type Commander



NETWARCOM Organization

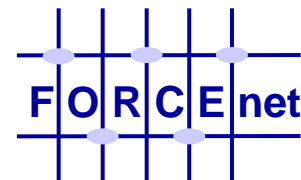


★ Mission ★ People ★ Capability





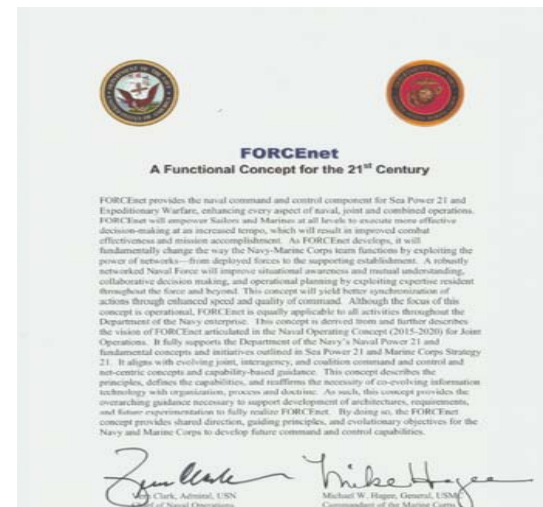
NETWARCOM FORCEnet Roles and Responsibilities



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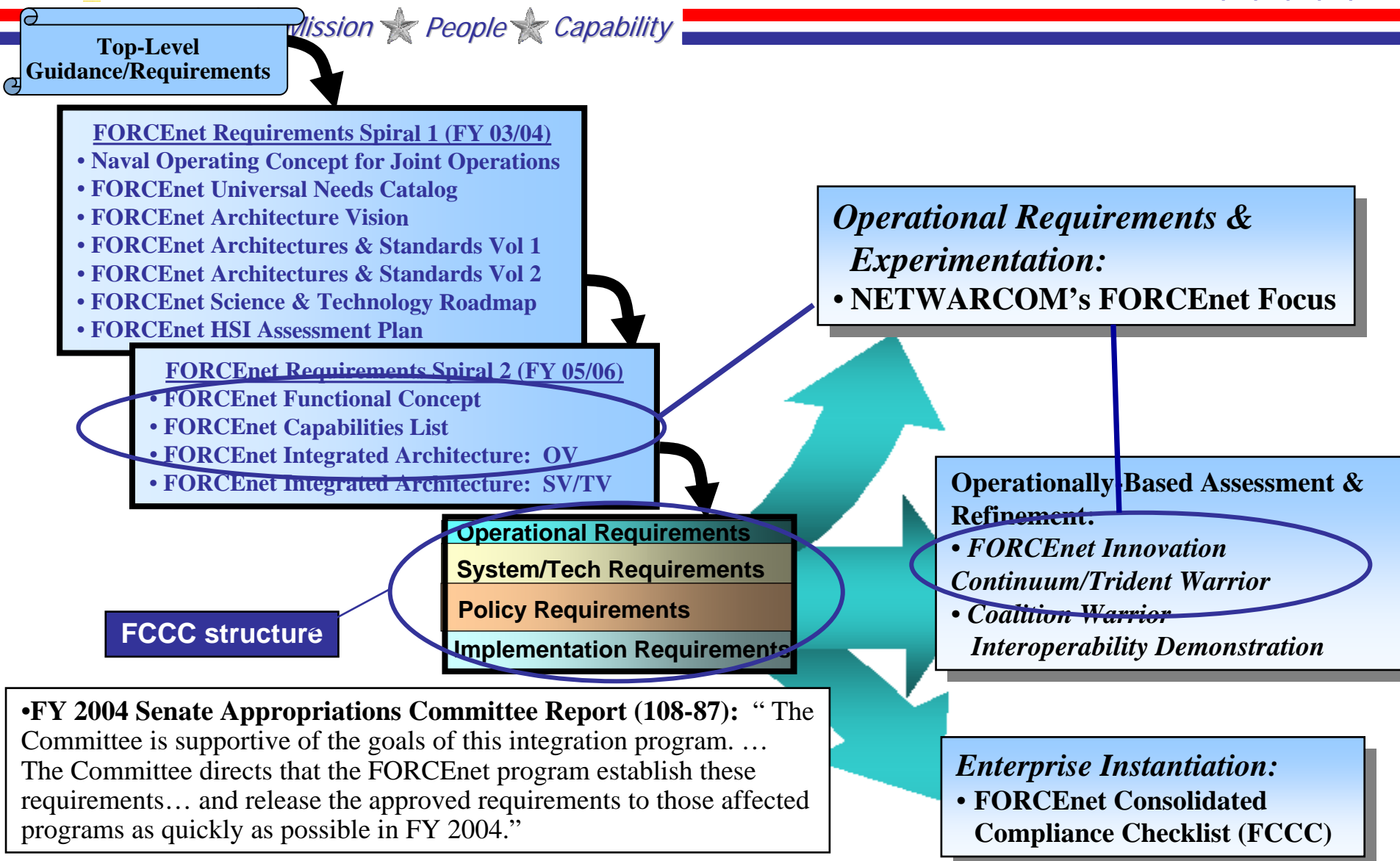
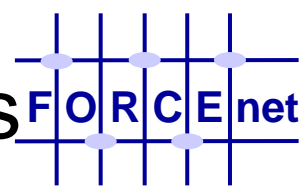
- Lead for FORCEnet Fleet requirements development.
 - Co-chairs FORCEnet Operational Advisory Group (OAG) with Marine Corps Combat Development Command (MCCDC)
- Develops Operational Views (OVs) of the FORCEnet Integrated Architecture
 - Co-chairs the FORCEnet Integrated Architecture governance process with MCCDC
- Operational Agent for FORCEnet in Sea Trial
 - Navy lead for FORCEnet Concept Development and Experimentation
- Leads the FORCEnet Enterprise Team (FET)
- FORCEnet Type Commander (TYCOM)
 - Organize, train and equip
 - The network is the “platform”
 - Navy component to JTF GNO
 - operate, maintain and defend

The Network is a Weapon System



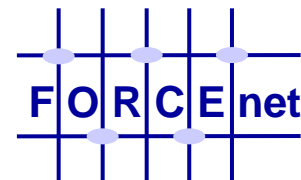


FORCEnet Enterprise Requirements



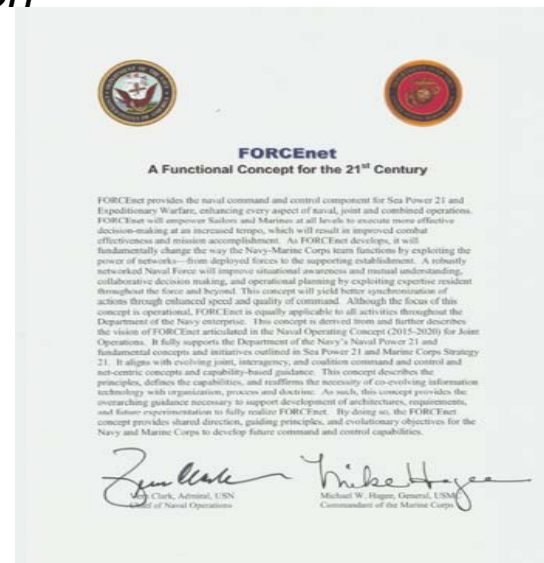


FORCEnet Concept



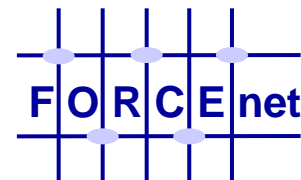
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- **Scope:** Describes a concept for naval command and control within joint operations in *2015-2020* based on net centric warfare tenets.
- **Purpose:**
 - Establish guidance and a common goal for the diverse command and control developmental efforts
 - Provide a common framework for future command and control
 - Supports:
 - *FORCEnet capabilities and requirements definition*
 - *Architecture operational views development*
 - *Focus FORCEnet Sea Trial Experimentation*
 - Provide foundation for FORCEnet DOTMLP_F





FORCEnet Capabilities



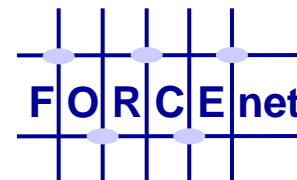
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1. Robust, reliable communication to all nodes
2. Reliable, accurate and timely Blue Force location and status
3. Reliable, accurate and timely red, white and gray force location, identification, tracking and engagement
4. Storage, cataloging and retrieval of all information
5. Information processing, sorting, analysis, evaluation, and synthesis
6. Means to depict situational information in a tailorable, user-defined, shareable representation
7. Collaborative environment to allow cooperation by distributed groups of decision makers
8. Automation of certain lower-order C2 sub-processes thru AI and decision aids to support human, higher-order sub-processes
9. Information assurance
10. Function in multiple security domains, and within multiple levels of security
11. Interoperability with different command and control systems
12. Ability of individual nodes to function while temporarily disconnected
13. Means of monitoring and managing the functioning of the system
14. Seamless incorporation of new capabilities into the system
15. *Commanders able to make and carry out good decisions quickly*

Concept to Capabilities to Architecture



FORCEnet Functional Concept Annex: Capability, Tasks, Attributes & Measures



★ *Mission* ★ *People* ★ *Capability*

Fn1. Provide robust, reliable communication to all nodes, based on the varying information requirements and capabilities of those nodes.

The foundation of FORCEnet is a fully integrated, self-healing, self-organizing communications system or infrastructure. This will consist of an interoperable worldwide network of information hardware and software and management services that produce an

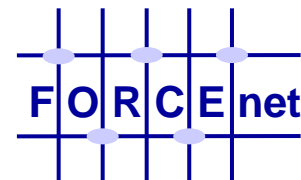
To optimize network effects, the infrastructure will be based on a modular, open-systems architecture which allows all nodes to interact regardless of location or network address. The network will include accessible addressing for all nodes, meaning tha

This capability will include a combination of permanent information infrastructure and expeditionary capabilities that exploit the full range of transmission technologies (radio, infrared, microwave, fiber, cable, etc.) and communications modes (voice, t

FORCEnet Capability	Associated MCP	Major Tasks	Attributes	Example Measures
Fn1. Provide robust, reliable communication to all nodes, based on the varying information requirements and capabilities of those nodes.	Nets	1.1. Establish the network.	Extensive	<i>Number</i> of nodes served by the network.
			Sufficient	<i>Fraction</i> of nodes requesting service that receive it.
			Timely	<i>Time</i> difference between network services required and provided (min).
		1.2. All nodes access the network.	Accessible	<i>Number</i> of steps required to log on network.
				<i>Amount</i> of time required to log in and have access to the network.
				<i>Percent</i> of time communications channels are available.
			Compatible	<i>Percent</i> of nodes able to authenticate identity.
			Extensive	<i>Percent</i> of required nodes able to access network.
				<i>Number</i> of different types of nodes that can access the network.
				<i>Percent</i> of nodes that can communicate using desired access mode, information format, applications.
				<i>Number</i> of nodes that can be provided acceptable service at same time.
		1.3. All nodes publish their presence, identity and available services.	Accessible	<i>Percent</i> of nodes able to publish presence/identity and offer available services.
			Manageable	<i>Time</i> required to make services available after request, by service.
			Sufficient	<i>Percent</i> of required services available on the network.
		1.4. Maintain a dynamic directory of all nodes that is available to all nodes.	Accessible	<i>Percent</i> of nodes whose identity can be queried and established.
			Manageable	<i>Seconds</i> required to identify any node on the network.
				<i>Seconds</i> required to publish presence/identity, offer available services.
			Sufficient	<i>Percent</i> of nodes identifiable to any node.



FORCEnet Capabilities List (FCL)



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Master reference for each capability

Links to metrics source for drill down

Fn Capability 6: Conduct Command & Control

DOTMLP-F	Status	Attributes & Parameters	Systems	Near (2006-2010)	Mid (2011-2019)	Far (2020+)	Lead Organization
Doctrine	R/Y/G						
Organization	R/Y/G						
Training	R/Y/G						
Materiel	R/Y/G						
Leadership & E	R/Y/G						
Personnel	R/Y/G						
Facilities	R/Y/G						

Comparable to USMC ECL concept
broken down by DOTMLP-F

Synchronization

System relationships

DJC2

DCGS

GCCS-M 3.8

GCCS-M 4.X

NCES

Links to NMCI / GIG / ONE Net / ISNS / etc

Links to FIBL, FIT for detail info

Links to PEO roadmaps

Fleet Response Plan

Platform Impacts

CVN, DDG, CG

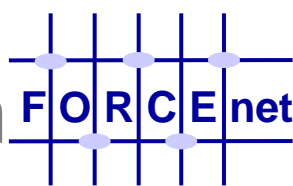
Links to NMETLs / IRRl for current readiness

Links to NTIRA / SHIPMAIN / NDE for platform specifics

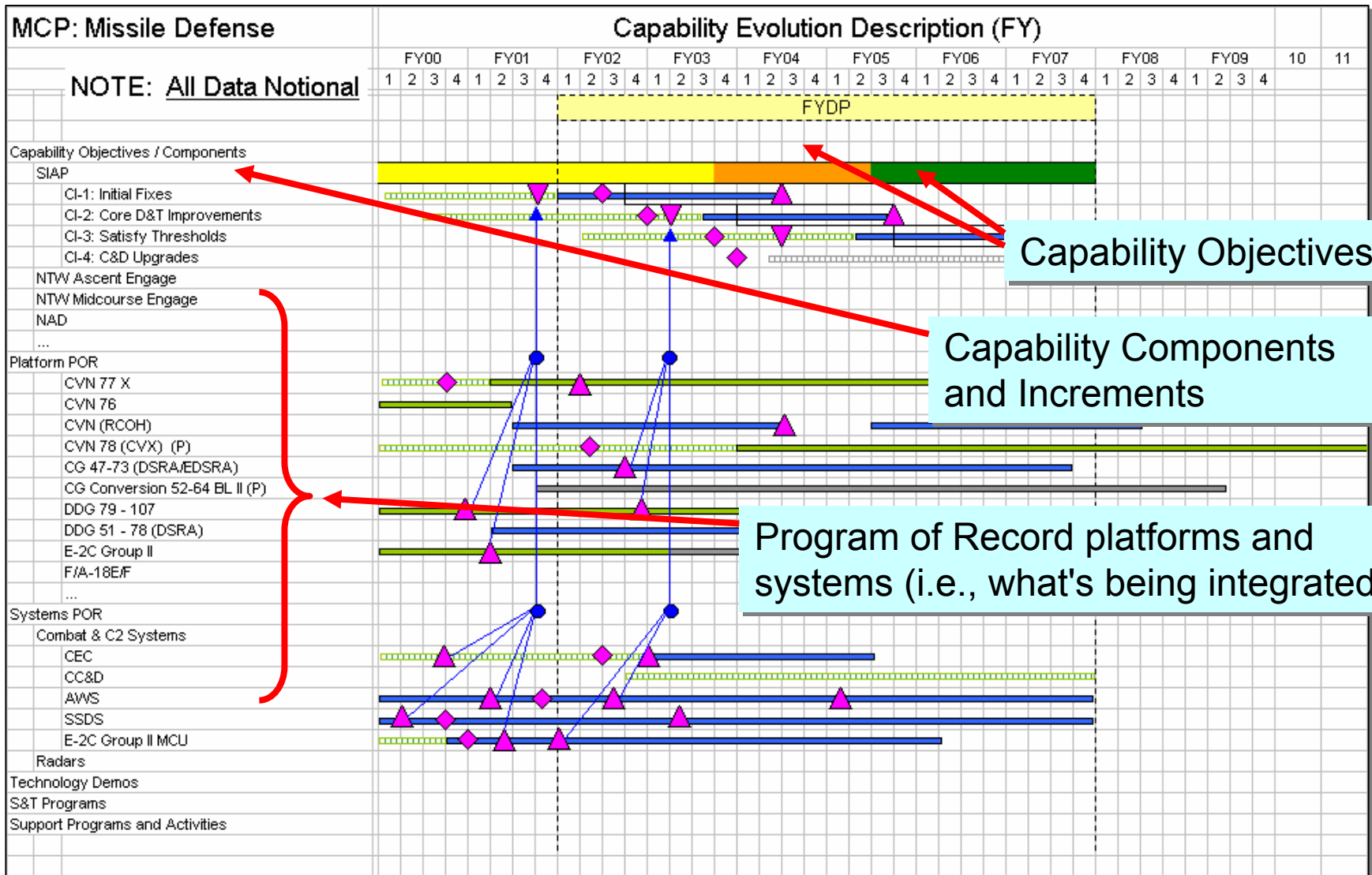
Each of these also link to appropriate Center of Excellence



The Capability Evolution Description

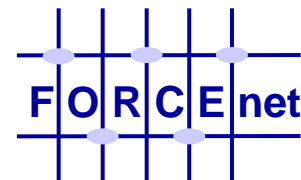


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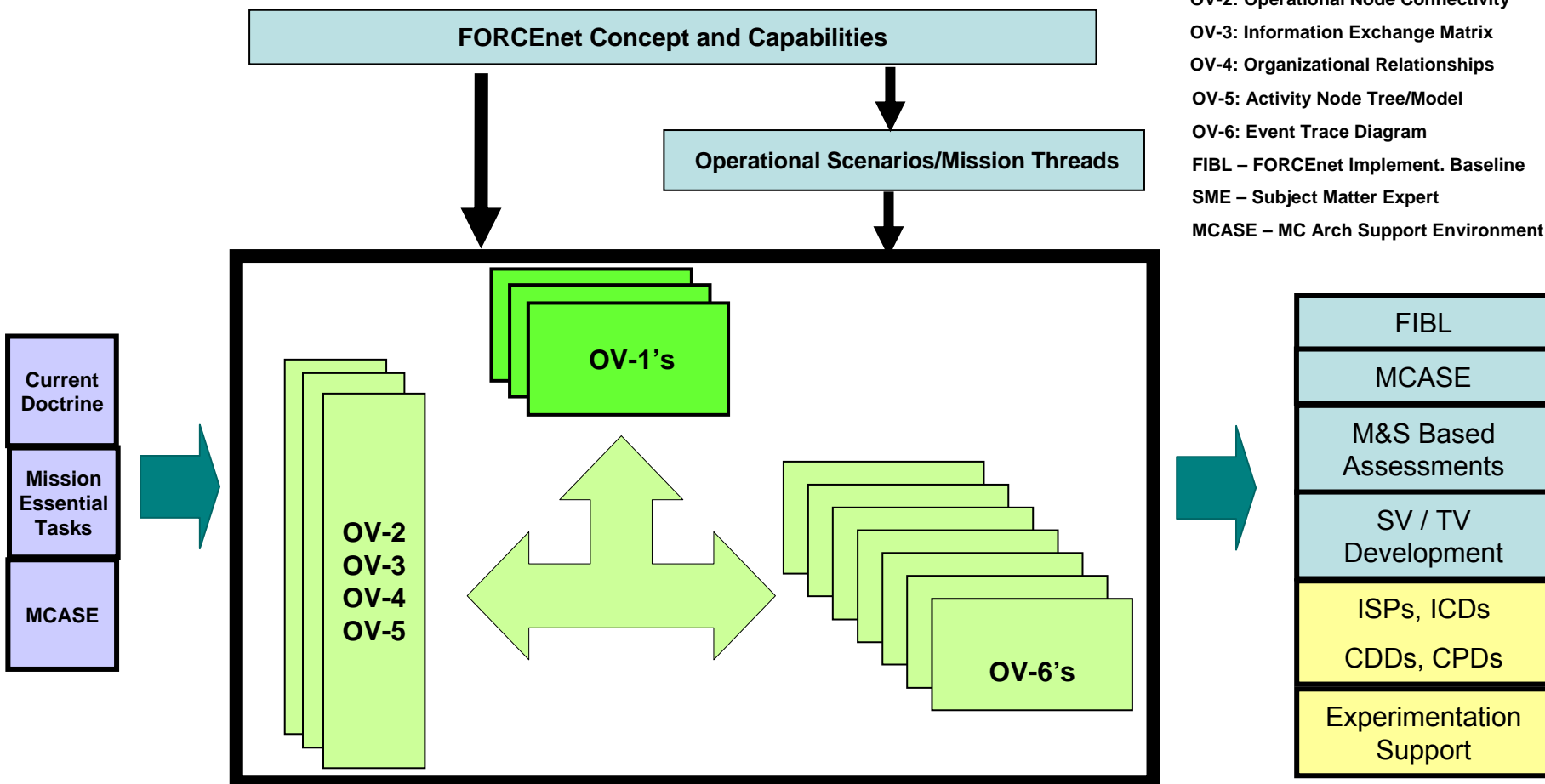


FORCEnet OV Process



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OV-1: High-Level Concept Graphic
OV-2: Operational Node Connectivity
OV-3: Information Exchange Matrix
OV-4: Organizational Relationships
OV-5: Activity Node Tree/Model
OV-6: Event Trace Diagram
FIBL – FORCEnet Implement. Baseline
SME – Subject Matter Expert
MCASE – MC Arch Support Environment

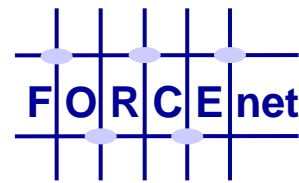


Operational SME Team Review

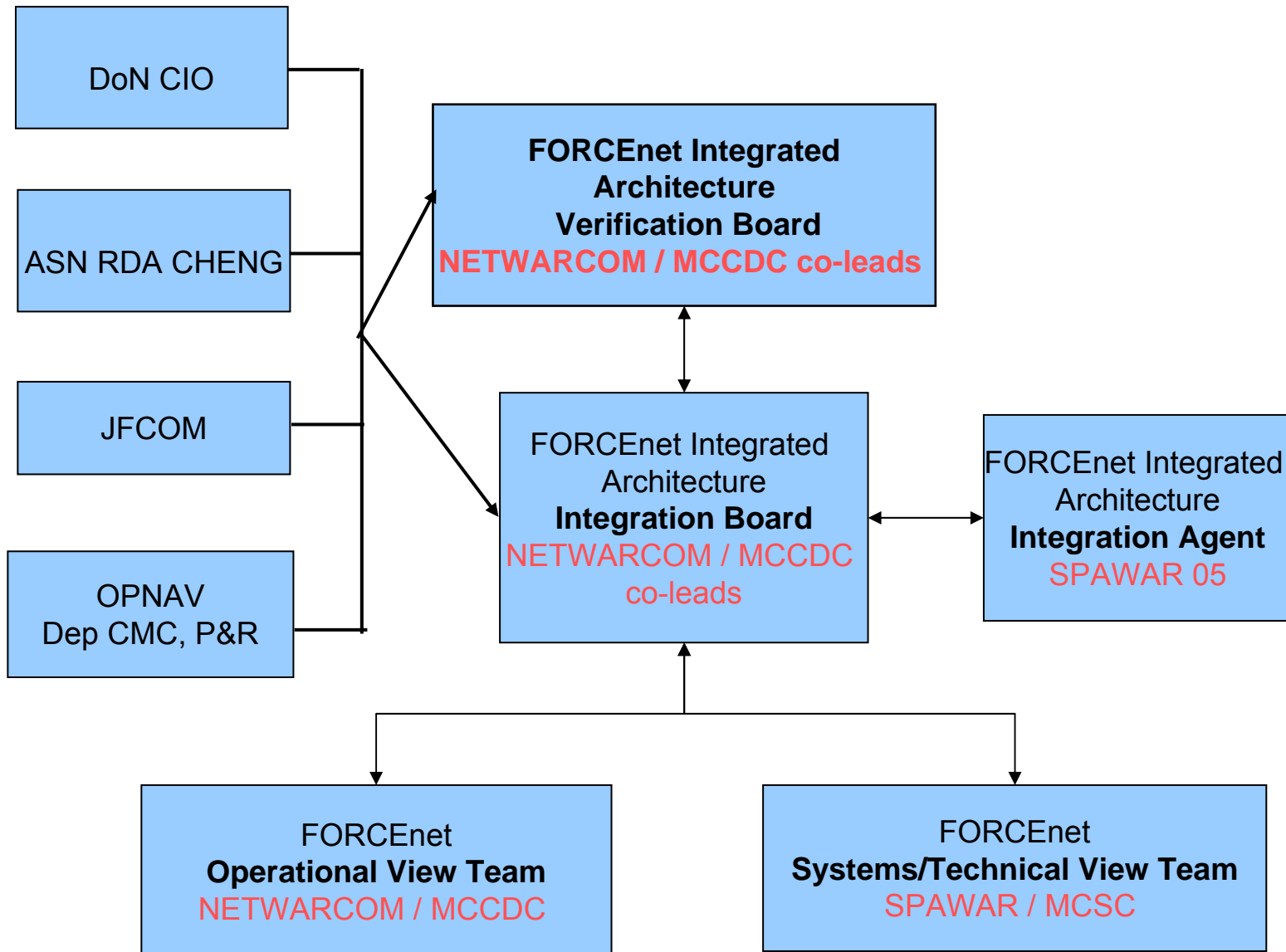




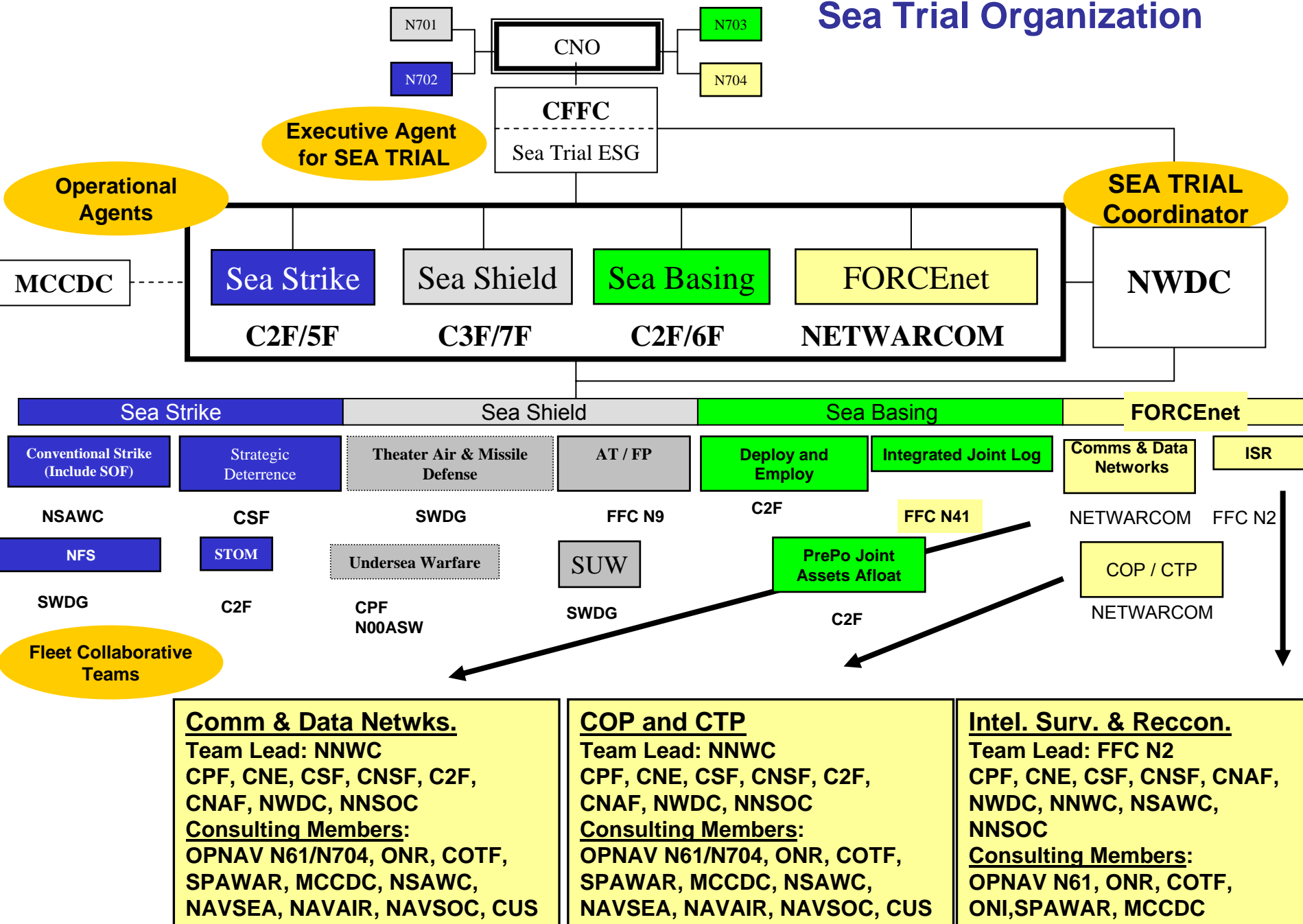
FORCEnet Integrated Architecture Governance Structure



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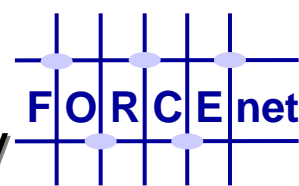
Sea Trial Organization



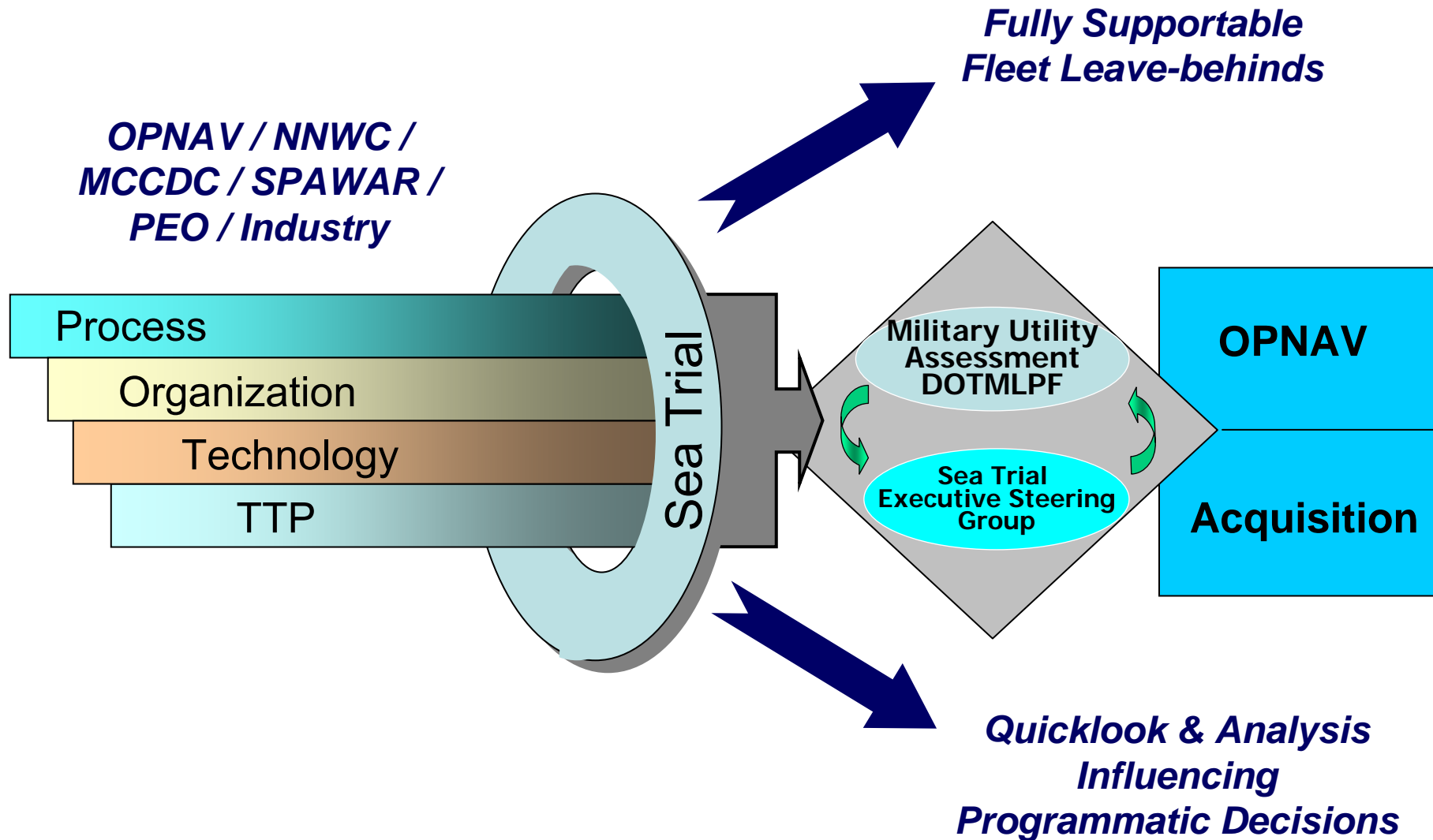


Trident Warrior in Sea Trial

Sea Power 21's Fleet Driven Speed-to-Capability

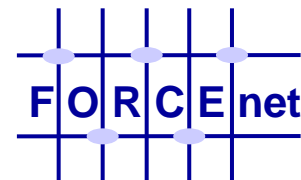


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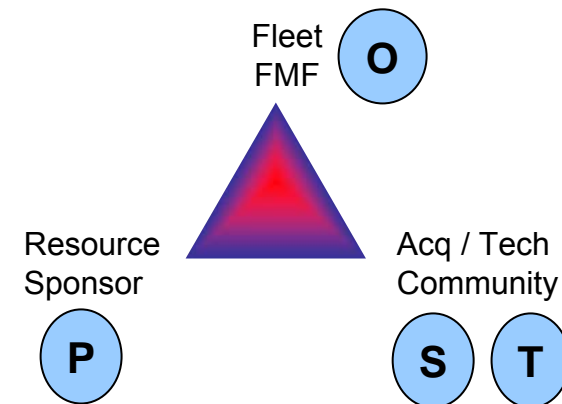


FORCEnet Enterprise Team



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FET: Naval Triad



P=Programmatic

O=Operational

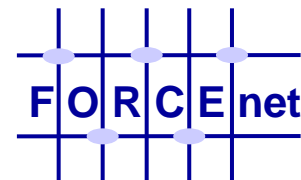
S=Systems

T=Technical

- Membership *
 - Chairman: NETWARCOM
 - Voting Agencies: NETWARCOM, OPNAV N6/7, USMC (3 inputs), ASN RDA or designees
- Support
 - FORCEnet/C4I Virtual SYSCOM, Fleet SMEs, and other agency staff
- Three level hierarchy (one member from each voting agency for each level)
 - Level I (One Star / SES members)
 - Level II (Two Star / SES members)
 - Level III (Three Star / SES members)



Summary



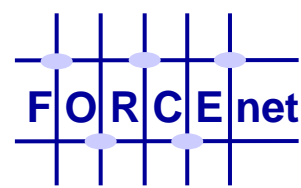
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- FORCEnet Roles and Responsibilities:
 - Lead for FORCEnet Fleet requirements development.
 - Co-chairs FORCEnet Operational Advisory Group with MCCDC
 - Development of the Naval integrated enterprise architecture –warfighting, business and warfighting support
 - Develops operational views (OVs) of the FORCEnet integrated architecture
 - Co-chairs the FORCEnet Integrated Architecture governance process with MCCDC
 - Operational Agent for FORCEnet in Sea Trial
 - Navy lead for FORCEnet Concept Development and Experimentation
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Delivering Combat Power



Questions?



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